

We claim:

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1           4.     A method as in claim 1, in which the step of generating and displaying the  
2 graphical input device includes the sub-step of generating the graphical input device as  
3 a non-menu, text-input graphic device but having the appearance of a drop-down menu.

1           5.     A data input method comprising:  
2           downloading, from a server, into a local computer, code for controlling a display  
3 on a display screen;  
4           executing the downloaded code using a browser;  
5           by executing a subroutine that is embedded within the downloaded code,  
6 generating and displaying on the display screen a graphical input device, the graphical  
7 input device being associated with a user-selectable parameter and having a displayed  
8 data entry field of a first display width;  
9           associating a set of user-dependent choices with the graphical input device;  
10          sensing user selection of the graphical input device;  
11          upon sensing user selection of the graphical input device, displaying on the  
12 screen a list of the user-dependent choices, the list having a second display width;  
13          sensing selection by a user of one of the user-dependent choices; and  
14          displaying at least a portion of the selected user-dependent choice in the data  
15 entry field and setting the user-selectable parameter to the selected user-dependent  
16 choice;  
17          in which:  
18          the second display width is chosen as a function of display widths of the user-  
19 dependent choices, such that the second display width may be greater than the first  
20 display width;  
21          the downloaded code is in a mark-up language;  
22          the subroutine is scripting embedded within the downloaded code; and  
23          the step of generating and displaying the graphical input device includes the sub-  
24 step of generating the graphical input device as a non-menu, text-input graphic device  
25 but having the appearance of a drop-down menu.

1           6.     In a computer system that receives web content expressed in a version or  
2 derivative of the hypertext mark-up language HTML and executes the HTML-expressed

content in a browser to control a display and to receive input data from a user via a graphical user interface, a data input method comprising:

generating and displaying on a display screen a graphical input device by executing a corresponding HTML routine in the browser, the graphical input device being associated with a user-selectable parameter;

associating a set of user-dependent choices with the graphical input device;

embedding a non-HTML script within the HTML routine;

sensing user selection of the graphical input device;

upon sensing user selection of the graphical input device, displaying on the screen a list of the user-dependent choices, each user-dependent choice comprising a respective set of sequentially ordered characters;

associating with the list at least first and second key press events (KPE), the first KPE indicating completion of user selection of one of the user-dependent choices, the second KPE indicating user entry of any of the characters;

upon sensing any first KPE, rendering the list invisible on the display screen and executing a first portion of the non-HTML script to assign a currently selected one of the user-dependent choices to be the value of the user-selectable parameter;

upon sensing a first occurrence of any second KPE, executing a second portion of the non-HTML script, and searching and marking for the user a first one of the user-dependent choices whose first character matches the user-entered character constituting the sensed second KPE;

as long as second KPEs are sensed, and until any first KPE is sensed, upon sensing an n'th occurrence of any second KPE, searching and marking for the user a first one of the selectable data entries whose characters match the first through n'th user-entered characters constituting the first through n'th occurrence of second KPEs.

7. A method as in 6, in which the step of and searching and marking the first one of the user-dependent choices whose first character matches the user-entered character constituting the sensed second KPE comprises searching the user-dependent choices beginning to right of a delimiting character.